Library Manager: Design Process and Product Retrospective

FBLA State Leadership Conference: Coding & Programming



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Pre-Production Process

Planning & Outlining



Initial UI Sketch: Original Layout Plans



Software Model: Pros & Cons

Software model used: Client-server model

Cons Pros Fragmented processing model Refresh daemon required Ability to serve multiple clients Overdue status is display-only Client Connects to the Server server and displays data Provides Planning document: connection to Internet the database Choice of Software Database Client Model Handles database Connects to the requests

server and displays data





- Use of WPF (Window Presentation Foundation) under the Microsoft .NET Framework
 - Pros
 - Separation of design and behavior: UI design is created XAML; Behavior is coded via C#
 - Supports the MVVM design pattern
 - Cons
 - High design overhead for certain patterns
 - Fragmented code-base: fusion of design code and behavioral code can lead to conflict

View Displays information to the user; handles basic interaction ViewModel Converts data into displayable information; handles interaction with database Model Direct connection to database; represents the data backend

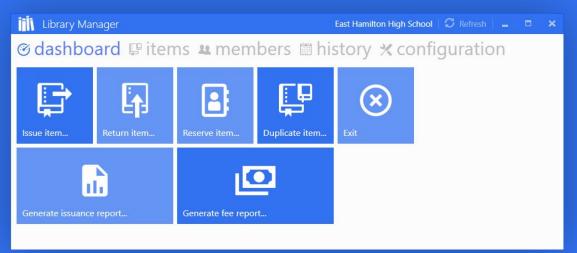
Use of Version Control

- Github.com used
 - Based off of git
- Tracks changes
 - Unwanted edits can be retroactively rolled back
- Allows for collaboration
 - Although not used for collaboration, it is important for the flexibility and longevity of any project



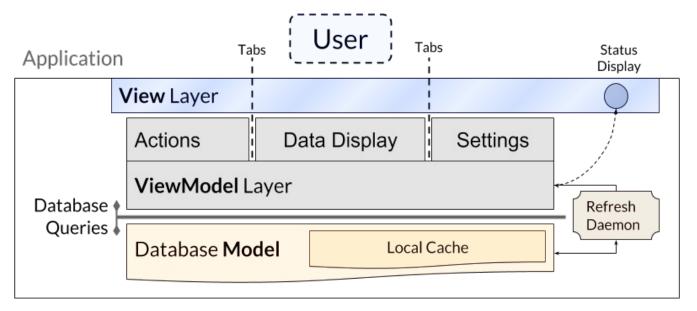
Design Process

Coding & Design Choices



Final UI Design: Application Home-screen

Program Structure: Layer Diagram



Planning document: Software Structure

Program Flow: UI Layout

Tabs



Pages

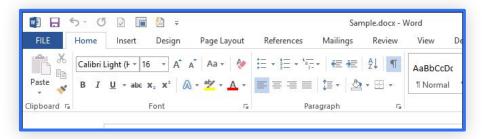


MDI Children



Program Usefulness: Functionality & Placement

- Major design choice: placement of library functions
 - I.e. Checking out or returning
- Considered multiple options
 - Ribbon (MS Office-style)
 - Page-specific
 - Central dashboard
 - Assisted in generating reports and outputs

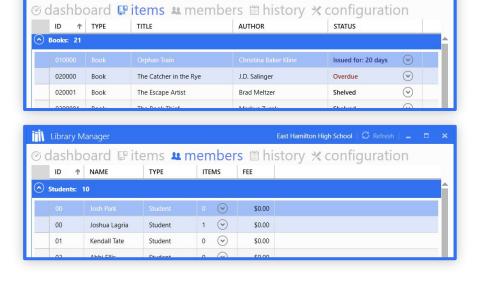


 The Ribbon control as appears in Microsoft Word 2017

Design Patterns: Abstraction & Generalization

Library Manager

- Extensive documentation
 - Source code commenting
 - End-user software manual
- Abstraction
 - Objects & structures abstracted within framework
- Generalization
 - UI elements can be generalized



Post-Production Process

Software Manual Creation



Software Manual Creation

11 pages of information on each software feature

Sections

- 1. Introduction
- 2. Organization
- 3. Dashboard
- 4. Items
- 5. Member
- 6. History
- 7. Configuration



Library Manager Software Guide

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March 11-14, 2018

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4 Adding, Editing, and Deleting Items

On each row, the foll wing operations can be performed to change the items present in the database:

• Edits: Each library item row can be edited, first by beginning the edit with a double-left-click (**© ©**). After typing in the new row or selecting the new option, the edit can be saved by either clicking out (**©**) or by pressing Enter.



When changing the ID of an existing or new row, be sure to enter in a unique value that doesn't exist anywhere else. If a duplicate ID is inputted, the data will be highlighted as invalid and the edit cannot be committed (*See below*).



• Additions: By scrolling down to the bottom row of the grid with a plus icon to the left (+), the addition row can be double-clicked (9) to begin editing by normal. Then, when the edits are committed by pressing Enter, the new row will be added to the database.





If the desire is to duplicate the item with a new ID, it is faster to use the *Duplicate item...* item tile in the *Dashboard* tab, select the item to duplicate, and enter in its new ID.



- Discusses pertinent features and use-cases
- Provides keyboard shortcuts and controls
- Includes visual aids in the form of program screenshots
- Contains tips for advanced users that invite them to use the advanced features

Manual Excerpt: Page 8 out of 11

Questions?

Panel Interaction